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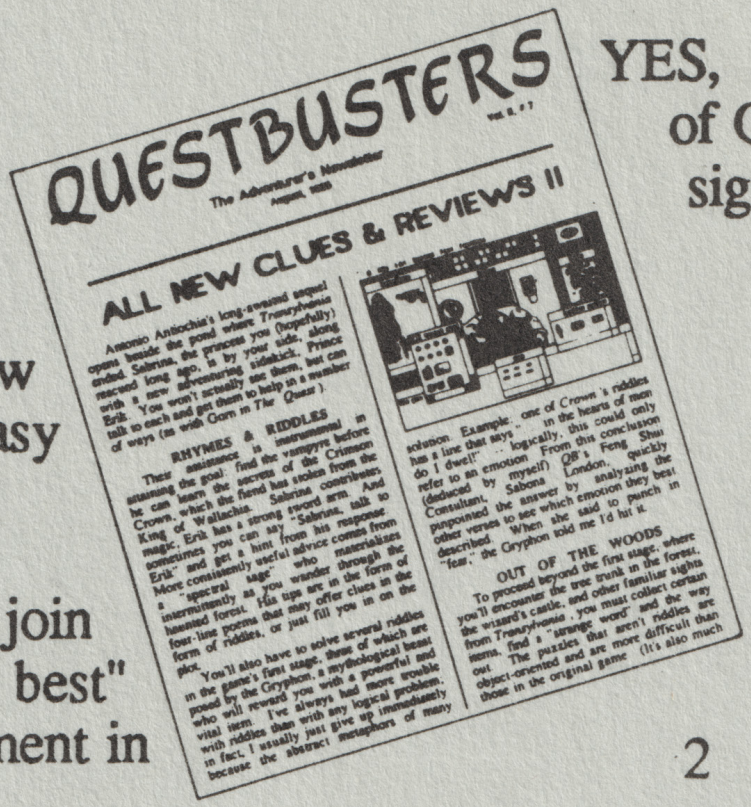
QUESTBUSTERS

The Adventurer's Newsletter

ALL NEW CLUES & REVIEWS !!

Antonio Antiochia's long-awaited sequel opens beside the pond where *Transylvania* ended. Sabrina, the princess you (hopefully) rescued long ago, is by your side, along with a new adventuring sidekick, Prince Erik. You aren't actually see them, but can talk to each and get them to help in a number of ways (as with Gorn in *The Quest*.)

RHYMES & RIDDLES

Their assistance is instrumental in attaining the goal: find the vampyre before he can learn the secrets of the Crimson Crown, which the fiend has stolen from the King of Wallachia. Sabrina contributes magic; Erik has a strong sword arm. And sometimes you can say "Sabrina, talk to Erik" and get a hint from his response. More consistently useful advice comes from a "spectral sage" who materializes intermittently as you wander through the haunted forest. His tips are in the form of four-line poems that may offer clues in the form of riddles, or just fill you in on the plot.

You'll also have to solve several riddles in the game's first stage, three of which are posed by the Gryphon, a mythological beast who will reward you with a powerful tool vital item. I've always had more trouble with riddles than with any logical problem. in fact, I usually just give up immediately because the abstract metaphors of many

solution. Example: one of Crown's riddles has a line that says "... in the hearts of men do I dwell." ... logically, this could only refer to an emotion. From this conclusion (deduced by myself) QB's Feng Shui Consultant, Sabrina London, quickly pinpointed the answer by analyzing the other verses to see which emotion they best described. When she said to punch in "fear," the Gryphon told me I'd hit it.

OUT OF THE WOODS

To proceed beyond the first stage, where you'll encounter the tree trunk in the forest, the wizard's castle, and other familiar sights from *Transylvania*, you must collect certain items, find a "strange word" and the way out. The puzzles that aren't riddles are object-oriented and are more difficult than those in the original game. (It's also much

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